

HELIOUS

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PROGRAM REQUIREMENTS

- 386 or better processor - 486 recommended for best scrolling speed.
- CGA, EGA, TANDY or VGA video - Anything but VGA looks lame, but it works.
- 640K of memory - Might run in 512K, but hasn't been tested. Not a RAM hog.
- Supports Joystick - BUT NOT RECOMMENDED! Use the keyboard! Much easier!

HOW TO PLAY

In this document, these conventions are used:

LEFT, RIGHT, UP, DOWN

Cursor keys or joystick movements

B1

CONTROL, SHIFT, or Button 1 on joystick

B2

ALT, Z, or Button 2 on joystick

B3 or SPACE

SPACEBAR

How to experience "Helious"

It took me quite a while to figure out how to play the game, and a much longer time after that to solve it. I won't tell you the solution, but I will tell you the basic rules of game play I discovered. It's quite simple, actually. Since I don't know the real names of the objects, I'll just describe them as best I can.

The light blue ball on the screen when the game starts up is you, the player. This ball is filled with air, and you move around by releasing air in any of four directions: Up, down, left, and right. Since the ball is floating, it will keep moving in any direction, at any speed, until it hits something, and then it will bounce. So to control what direction you're moving, you have to use the four jets of air to "rocket" around. It's very difficult to come to a complete halt using these rocket controls. Fortunately the game creators endowed the ball with one more basic property: brakes. If you press B2, the ball will gradually slow down, sort of dragging its heels.

As you expend air to move the ball around, your air supply is used up. The ball on the screen gets smaller and smaller as more of your air is used. There's a certain point where you "die," and it seems to be when the ball is about a quarter of an inch wide, on screen.

Many areas of the game are constricted, and if the ball does not fit into them, you can "waste" air by pushing at a corner while holding the brakes on, so that your ball gets smaller.

A very important thing to remember is that hammer-handed game players will not get far in this game. It takes a light, gentle touch to control the ball, and you must think ahead, considering angles and momentum, as well as nearby walls that you could use to bounce off, because like a large airplane, the ball responds slowly to commands. If you want to reverse direction, it is much better to find a wall to bounce off rather than use a long blast of air to slow down and reverse. Little tips like that are required knowledge in the later levels in the game, when you must become very conscious of how much air you are using up. As you play, you'll discover many more little nuances that help you along.

Each level has a starting point, and an end point. The end occurs when you pick up the "team flag." You

can only get the flag if you have also picked up every blue gem on the level, so if you run into the flag and nothing happens, there's a gem out there you've missed. When you finish a level, you're presented with a symbol. Make a point of copying the symbol down on a piece of paper, because to "win" the game, you must match the nine symbols with each of the nine levels. Of course, this means you can win after playing only 6 or 7 levels and guessing the last few symbols, but after all, in a solitaire game like Helious, you're only cheating yourself.

You can choose to play any level. The level selector is a strange looking screen with nine colored spheres on it, with a sort of pointer. You can move the pointer with the arrow keys, and pressing ENTER will cause that level to begin. To place a symbol, use the B1 and B2 keys to rotate among the symbols for each level sphere. Sounds wierd, but just try it. When you match all the symbols correctly, the "win" sequence will automatically start.

I mentioned the blue gems, but there are many other objects you'll encounter while playing Helious. It would spoil the fun to mention them, or explain what they all do, but I will give you a couple of hints. First, if it looks sharp or pointy, don't touch it. Your ball is fragile, and takes damage from encounters with sharp objects. Second, if it doesn't look sharp, run into it or shoot it (if you can). It may be a bonus, a weapon, or just decorative.

You will at some point be given the opportunity to fire weapons. You'll know when this happens, because a symbol will appear superimposed over the center of your ball. Press B1 to fire the first weapon (yellow diamond indicator), and press SPACE to fire the second weapon (red circle indicator).

If you're having trouble with a certain level, try another one and come back to it later. The levels are arranged in some sort of easy -> hard order clockwise around the level selector screen, but because each level is based on a different concept, one player may find a level easy that another player has trouble with. The only objective is to play them all, and write down the symbol you're given after each level, and then match the symbols up on the selector screen. There's no scoring, no timers, no point system. There is only "do" or "do not," to steal a certain Jedi Master's aphorism.

Helious originally had no sound, for reasons I cannot fathom, so I added my own sounds to the game. That's why they sound so... normal. You can turn them off with the "S" key during game play.

Trouble Shooting

Whoa! Whoa! I can't control this thing!

You've gotta be really light on the keyboard to control Helious. I tried once to play it with joystick and got frustrated out of my mind. Just use TAPs of the keys to control motion, not lengthy PRESSES.

Graphics Mode Incorrect

In most every case, simply typing HELIOUS at the disk prompt is your trouble-free way of starting the game. However, if you have an unusual computer setup, there are some settings you can make.

To use a command-line option, type it on the same line as the HELIOUS command. An example follows the list.

Option	Effect
CGA	Play Helious in four-color CGA graphics mode.
TANDY	Play in sixteen-color Tandy-only graphics mode.
EGA	Play in sixteen-color EGA standard graphics mode.
MCGA	Play in 256-color VGA or PS/2 MCGA graphics mode.

These four options are normally determined automatically for you. If you have a Tandy computer, and the game starts up in four-color CGA mode, you should add TANDY to the command line when starting Helious, like this:

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A:\>HELIOUS TANDY<enter>
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Plays Too SLOW!

Helious takes a long time to load game levels from the floppy disk. For this reason, we recommend you copy the HELIOUS.EXE file to your hard drive, if you have one. A disk caching program will also help, as will copying HELIOUS.EXE to a RAMdisk. For information on setting up a disk cache, or using a RAMdisk, refer to your DOS user's guide.

Helious will run at a glacial pace on XT class computers, even if they are the faster 8MHZ type. Helious is probably not playable on most 286 computers, either. They just don't have the speed to redraw the graphics fast enough. Helious has a lot of assembly code in it, but there's some limitations that are just not surpassable.

You can try running the game in CGA graphics mode, but it won't help much. Helious is an extremely processor hungry game. You can try adding the "BUG" command line option, which will change the way the slowness appears to you. Ultimately, however, the only real cure is to update your ccomputer hardware.

ERRORS/BUGS

"Not Enough Memory" error, or "garbage" on the game screen during load phase.

Helious requires 640K of main computer memory to run. If the program fails, and reports "Not enough memory" you have two methods of solving the problem.

1) Remove all unnecessary TSRs, device drivers, or other memory-resident features. You might also try starting your computer from your DOS "boot disk." The objective is to free up as much main computer memory as possible.

2) Play in CGA mode. This video mode takes up less memory than EGA and TANDY. In order of memory usage, the video options are MCGA, Tandy or CGA, then EGA (least to most). If you can only run in EGA or CGA modes, and EGA causes memory failures, you must play in CGA.

Game locks up or crashes suddenly or dramatically.
Some device drivers or TSRs cannot handle Helious's advanced game processing, and cause intermittent, non-repeatable failures. Most frequently, this happens while running the EMM386 memory manager from Microsoft, but other software may cause the same incompatibility to occur. If you add the command-line option "BUG" when you start Helious, the game will use an alternate method of processing that should correct the problem. The drawback to this is a slight jerkiness of the animation and somewhat over-reactive game controls. An example of starting the game with the BUG option follows:

A:\>HELIOUS BUG<enter>

When playing with the joystick, the ball "wobbles."
Some joysticks, joystick cards, or operating systems cause trouble for Helious's joystick control. In this case, you can try running Helious from a DOS boot disk, or just use the keyboard instead.

HINT GUIDE

Hints by Sean Puckett and Rocco Caputo

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Hello, and welcome to the Helious Hint Book. This booklet will guide you through each of the nine levels in the first game. We'll tell you where to go, how to get there, what to watch out for, and what strategies to use. If you've had trouble with any of the levels, this guidebook should enable you to master them with ease.

The second nine levels are all solvable, we've mastered each one. But it's up to you to figure out how to do them, using the skills you'll have mastered in the first nine. Good luck!

1

The appropriate place to start is at the beginning, level 1 in game 1. Since this is the easiest level of all, everyone out there should have been able to complete it. A good player can do the level without touching any of the air pumps. Here's how:

LEVEL 1

Avoid the pump, of course, and go get that easy gem to the right. Rebound off the right wall on the way out, and go through the upper left passage to get the next gem. Come back out, following the passage down and to the right to get those four gems. Save lots of air by bouncing off the walls on the left and right. Coming out, take the first upper passage, and clear those three gems in a row. At the next intersection, take the uppermost passage, and get to the top of the level, coming to a complete stop. Fire off those rockets so you go left, and just bounce off the block on the left, taking out a gem on the way. You'll go to the right, into the passage leading to the warp. Continue on to the warp, getting the gem in the walled off area. Come back out, and head straight down at the first

intersection, ignoring for now the two blue gems, and the one below them in the cubbyhole. Bounce off walls to get the three gems in the area below this, and now come back out to get the cubbyhole gem. Then go get those two above you, ignoring the air pump, and head on out!

2

The next level introduces "spurs," which are those nasty things on the floor that instantly deflate you. Fortunately they're located in easy to avoid corners, for the most part. Level 2 also has some tight squeezes you'll have to drain most of the air from yourself to get through. Here's a good way to do level 2:

LEVEL 2

Pump all the way up on this level. You'll need every scrap of air to follow the first part of this path. Get the gem in the upper right of the level, first. Come right out bouncing, and get the one below the entry point. Now you'll want to go down the long corridor in the middle. Ignore the tiny doorways halfway down, and take the second right, right above the opening at the end. Use cautious bouncing to clear the gems from this area without using much air. On your way out now, go straight across the hallway. Go up from here, and take out the gems and warp to the "caged in" area with 8 gems.

Be skillful, and "double bounce" on either side of each gem to ricochet into place for the next gem. Come out gently now, because air's running low. After warping back, take a slow path back out and to the left down the far left side of the level. You'll see inside the "island" area to the right on your way. Use the conveniently placed block below you to rebound off, and go right to the air pump -- ignore the gems for now. Pumped up, you can get the remaining gems in this area easily -- don't forget the gems by the bottom of the level -- and work your way to the tiny doorways at the lower right.

Go through the upper one, because we have to visit the "island" via the warp hidden up here. Do so, and because your air's almost gone, pump up just a little on the island -- you'll have tiny doorways to fit through again on your way out, which you may find at the lower right of the level!

The next level is the first of the challenging levels, and it's built in four parts. Level three is one you should be able to replay with no problem, and it is the first one so far that's worthy of replay -- it's challenging enough to retain some fun about it. Here's how you do it the first time:

LEVEL 3

I prefer to do the upper right area first, because it's easiest. Take the right of the two corridors and go up from there. These gems are just waiting to be cleared out. Just be careful of the spurs, and you'll be out of there in no time. Come back out, and you can do the warp maze next. Stop in and pump up at the air pump conveniently placed at the entry to the maze. Don't make yourself too big, or you won't be able to get out of the pump room! Continue down to the first warp and go through, but watch your speed! You'll run right into two of the red spurs on the other side of the warp if you're not cautious. Now you're in one of the two megawarp rooms. Take the warp right next to the one you used to get in, the right of the lower two. Follow the warps and corridors around. Two warps later, you'll be back in megawarp 1, coming out of the left warp.

Next, take the top warp, and follow the warps around till you come to a short corridor with three warps in it. Take the TOP one, not the middle one. Now you're in the other megawarp room. The other three warps in this room go to dead end rooms, but only the warps on the right side lead to gems, so visit them, and then take the lower left warp back to the corridor, and NOW take the middle warp, taking you back to the first megawarp room. You're done here, so take the lower left warp to get out.

You're probably low on air, so pump up a little on the way out, too. Next we'll tackle the "sprinkler" room, where droplets of water fly out of a round sprinkler head -- pushing you into a room lined with spurs. Take the left hand corridor down and to the left to get there.

Take this room quickly, holding the brake down all the time. Don't dally, or you'll get shoved into the spurs. The warps don't lead anywhere, so ignore them. Get the two gems, and head straight out.

Go right up the left corridor to the fourth part of this level, which actually has three parts. The first is a breeze, with just some spurs in corners to trap the unwary. Grab the green gem, you'll need weapon 1 later on, and make your way to the air pump at the top of the level. Pump all the way up here, because the next step is not only hazardous, but very costly in air. Notice to the left of the pump are three "shower heads" that are raining water down. In the room below, there are two gems in a "cup" of spurs right below these heads -- a very difficult situation as it stands. Come around the horizontal wall, and down the left side of the level. We're going to take out the left-most shower head with weapon 1, and it's tricky.

Come to a full stop at the lower left of this room. You want to gently tap your UP and RIGHT rockets so you're gently moving in the exact direction of the sprinkler. Then fire off weapon 1. Veer off to the left, but follow the weapon up, or it'll disappear off screen and do no damage. It takes several attempts to get this right, but it's a lot easier than trying to brave the water forcing you into the spurs!

Once the left head is out, you can get the two gems with little difficulty. The middle head is still spitting water on the right gem, but you can "in-and-out" very quickly without risking much. Clear the rest of the gems from this room, and the two corridors below. NOW you must pump up again, because the next stage will use up the last breath of your air. Once you're properly filled, come back down to the left of the three warps at the bottom of the shower room. Now you must maneuver around this area of randomly placed corridors, walls, gems, and blocks. There are two small rooms led to by narrow corridors that you must not miss. The entry for one of them is at the bottom of this area, the entry for the other is at the upper right.

Don't be a hero -- if you find yourself running low on air, just go get some more. You're almost done with the level, it's a pity to die so close to the finish.

Head on out, and tag the flag to find out the symbol for level three.

Level 4 introduces the three recurring nasties in game 1, the "cannons," the "eyes," and the "spears." You'll get a chance to meet them each up close and personal in this, the first of the "arcade" levels. You'll also see how the doors and keys work. Here's how to survive:

LEVEL 4

The first time you played it, I'm sure you tried the doors. You know better, now. We're actually going to go get the hardest key first, because if you die, you won't have wasted much effort. You want to go to the EYE area, which is the leftmost doorway on the top of the corridor. Before you go in, grab that green gem on the left end of the corridor to get fully charged with weapon 1. Be careful going through the doorway, you want to get fully charged from the yellow gem, and if you're brushing a wall when you get it, nothing will happen.

Now, eyes have a limited shooting range, but since this whole area is in such close quarters, their limited range is still farther than the distance to the next wall. So we'll be attacking from oblique angles. Note that eyes can only shoot up, down, or at a 45 degree angle. So the safest place to be is where they can't shoot: Near, but not next to, a wall. If you follow this strategy, you can pick them off. But don't miss! If you do, you'll just run into each eye instead of shooting it. There's a lot of them, but the way to get through this area is to be careful -- take each one, one at a time. Shoot the key at the end, and since you're probably down to your last breath of air, gently bounce your way out.

Bounce off the corridor wall below the exit to this area, and take the yellow gem in the entrance to the brick area, which we'll do next, assuming you have some firepower left. If not, go do the spears next (discussed further on). The bricks are a cakewalk, once you know where the key is hidden. Set yourself above the leftmost column of bricks, and slowly move and shoot this row, and only this row, all the way down. Once you've bounced off the bottom of this area, you'll have destroyed the key -- it was hiding under the last brick in the left row. Ignore the rest of the bricks, you'll want the spare firepower for the spears.

Now, spears are a pain in the butt. But they follow predictable rules. They never change direction in mid-air -- only after hitting something. And they always aim themselves in your general direction. This charming habit makes them cannon fodder, because when you fire rapidly in front of you, the spears descend on you like locusts, and run right into your shots. Shoot a lot, but not excessively in this level. You must get all the blue gems, not just blow up the cyan key, so be sure you've got them all before leaving.

We'll do the multi-area next, which is at the lower left. We've been saving the cannon-only area for last, because it's cake -- So easy that we'll just waltz through it. But for now, we must get through a combination of cannons and eyes -- and a couple of surprise spears.

The first thing you encounter is a series of five cannons firing in sequence. It's tempting to try to synch up with the sequence and sail through. Don't do it -- shoot them from an oblique angle. Once you've gotten the three on the left out of the way, you can slip through, and hit the last two from the other side. Stay away from the bottom of the level, there's a surprise cannon waiting for you if you're not careful. Zap the two crossfiring cannons and rescue the two blue gems. Then slowly move to the lower left, taking out that hidden cannon. Then go up the corridor. It's a tricky setup of cannons and an eye up there, do your best with it. When you come back down the left side of the hairpin, shoot to the left as you advance, there are two spears awaiting you, as well as three fast-firing cannons. If you're shooting rapidly, you'll even take out the key, and can work on leaving as soon as you bounce off the far wall!

The last area is the one right across from the exit to the multi-enemy area, and just has a few cannons firing through holes in the wall. They fire slowly enough for you to just sail between the cannonballs. As you round on them, take them out so you'll be able to leave quickly. Make your way to the end and shoot the final key -- this time, you can see the door explode! Get yourself out of this area, and whip around to the pennant, you did it!

Level 5 is a smorgasbord of different themes, but the overall tone of the level is simply "go everywhere." If you don't explore everything, you'll miss blue gems,

and have to go back. This level is too complex to give you a play-by-play, but we'll give you some pointers, and take you through it.

LEVEL 5

You start off right next to the pennant, but you can't get to it. You've got to go all the way through every dead end in this crazy maze to get all the blue gems before you get to the other side. There are six different areas, and each area has a different color coding.

The red area is the beginning. The theme here is simply "get to the yellow area." So grab all the gems, and move on. There's one part where a cannon defends a gem from the end of a long hallway. Since an air pump is right nearby, just ram the cannon with your self -- you can pump up again right away. You'll find this tactic a lot easier than trying to angle shoot, and you'll be using it more than once in this level, due to the generous sprinkling of pumps.

The warps on the left side of the red level don't go anywhere, so ignore them. They, and a few others, were placed to lull you into not fully exploring the level.

Once you're in the yellow area, there's another air pump available, so just kamikaze everything and pump up when you're running low. Take all five warps. You'll discover two of them are useless, and three of them lead to blue gems. Do the one at the right side, in the hook, last, because it leads to the rest of the maze as well. This warp leads you into a very constricted area, you'll have to be pretty small to get through it, and you better conserve air. Once you take the next warp out, grab the two blue gems next to you, and head into the warp to the left of the spikes -- there's an air pump on the other side.

Be careful coming out, you don't want to hit the spikes. Go on down, taking each warp and side corridor in turn, making sure to shoot the key so you can get into the green area.

Green is a series of gently sloping vertical corridors that challenge you to maneuver gently. Be sure to check each area fully before you warp ahead to the next, you don't want to miss anything - like the hidden blue gem. There's a small triangle shaped room with two spears in it -- here's also a very hard to see spike in the middle, be careful.

There's an air pump hidden at the bottom of a long corridor, the opposite way from the exit to the light blue (cyan) level. Cyan's main feature is another warp maze. Unlike the one in level three, this maze has three exits -- and you must find at least two of them to get all the blue gems, so explore around in there. Once you get the hidden gems (you'll know when), get out of the warp maze, and mop up the easy cyan level. There's an air pump just to the left of the warp maze, so you can kamikaze things if you like.

The last two areas, blue and purple (magenta), are nasty. There's lots of spikes, and quite a few spears lurking around, too. The blue area's hard because the spikes are very close to the blue gems. Just be gentle, and you'll get through it. The purple area's got a lot of spears lurking in the upper reaches, so move slowly, and shoot ahead, so the spears run into your shots.

There's two entrances into the purple maze, and you should do the one on the left, first. There's a gem up there you have to get. Then hit the entrance on the right, which eventually leads to the pennant. Get there, and you win the level!

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Level six is a complete turnaround. It's a full-speed, full bore onslaught of spears, eyes, and cannon fire.

LEVEL 6

Head to the right and pick up both green gems first-- you can never have too much firepower. Bounce back to the left, and stop dead at the corner. Go south slowly, and place a few shots in front of you; there'll be spears when you reach the next corner, so be prepared. Clean up the spears here, and get the blue gem. Make sure the cannon to the south is off-screen, then fire twice slowly into the tunnel and scroll the cannon back on-screen. You'll hit the key and the cannon and be ready for the next area. You should NOT collect the yellow gem at this point; if you're low on air now, give up and try again!

The second area, behind the blue door, has two spears. Ignore any that are trapped in the dead-end for now. Any that are lurking in the eye "gauntlet" should be lured out into the hallway and dealt with. Now CAREFULLY shoot out a couple eyes to make a "safe zone" in the room. With great care (and lots of luck!) get into the safe zone and then shoot the rest of the eyes from strange angles. Be careful: there are cannons and another eye off the bottom of the screen. Clean up the eye down there, and then waste the cannons. If you're small enough, you can sneak up to the cannons by hugging a wall and then shoot them from close range. Trap any remaining spears in the dead end by carefully moving into the up/down corridor. If you're not small enough to sneak along the wall by now, bleed off some air and get that way-- sneak up and shoot the cannon. Put some slow shots into the air, and lure any left over spears into them, then sneak up and toast the eye and shoot the key. Now you're very low on air, so slowly... carefully... go back and pick up the yellow gem you left by the blue key.

The third area is a series of cannon/eye gauntlets. You can get past them by clearing safe zones from the doorway then removing the rest from the safe zone. Getting hit here isn't fatal, but you need as much air as possible! Be careful for off-screen eyes in later areas, and be sure to sneak along walls if you can. Collect the blue and green gems as you go, but leave the yellow one behind!

At the bottom of this area is a hallway leading west. There's an eye in it, and maybe a spear or two lurking about. You'll be spending a lot of time in this hallway, so destroy the eye and the cannon firing down from the north/south hall. Make sure to keep some shots in the wide north/south hall to the left as spears like to lurk in there. Get rid of the eye on the far wall. Position yourself so you can fire diagonally into the far corner-- spears will usually come up the walls and steer in that corner. If a spear gets too close, go back down, and to the right, and put shots in the east/west hallway for the spears to run into. Take your time killing the three cannons and the key to be sure that no more spears are coming your way.

There may or may not be more spears to the south. Slowly float down the west wall with some shots in front of you and see. Be careful of the cannon covering the bottom of this hallway! Lure any remaining spears into the wide hall, and take care of them from a distance. By now you should be small enough to sneak around the cannon fire in the zig-zag hall and waste the cannons from close range. This is the safest way to deal with them, but beware of more lurking spears! Once all the cannons and spears are cleared out, go back and get the yellow gem. You'll have to waste some air to get back into the zig-zag area.

At the far end of the zig-zag hallway is a shower room with lots of hazards in it! Fire very slowly into the room (accelerate once to the right, tap the ALT key to slow down a little, and fire) four times, spacing your shots about a centimeter apart. Spears will eventually run into these shots, so repeat this until you're positive that none are left. A cannon should be firing north from just off the bottom of the screen-- even if you're not small enough, you can usually shoot along the wall and not get hit. Fire along the wall, then zig-zag back the way you came to scroll it on the screen before the shot reaches the edge.

Once the north-firing cannon is away, you're ready to tackle the other hazards. Go back and make doubly sure you've gotten rid of every spear before going into the shower.

The shower has cannons protecting the outside edge, and eyes shooting inside. Get rid of the eyes and any stray spears, but ignore the cannons. If you're low on air, get the yellow gem in the middle of the room-- you'll probably need it before you're done in here. Once the spears are out of the way, carefully navigate through the northeast passage and destroy the eyes and cannons in that room. Stay cool: you're done with the hardest part of the level. Keep an eye out for stray spears and destroy the cannons and eyes to make progress. You can safely collect everything you come by now, and you're already an expert and clearing away hazards!

7

Level seven is a maze level, the object is to get from the upper left of the level to the lower right. There aren't any blue gems in the level, so you don't have to make any special stops, or go anywhere except right to the exit. Here's how you would go about it:

LEVEL 7

This is the first level that introduces the red gem, which gives you forty shots of weapon 2. Weapon 2 is a lot more useful than weapon 1. Weapon 2 appears as a red floating ball, but its action is more like a grenade. It will bounce off walls, around the room, or down the corridor, until it hits something. By skillfully caroming the grenades off walls, you can destroy things around corners, in other rooms, or completely off screen. That's right, unlike weapon 1, weapon 2 does not "fizzle out" when it goes off the screen. This is a very useful effect in this level, because of the sneaky placement of cannons.

You'll start off in the upper left, and right below you is a red gem. Go down and get the gem, but be aware of the spear waiting for you. The cannon firing across the screen in your direction is the first enemy you really meet, and an excellent opportunity to test the "carom" use of the grenade. Bounce it off the lower wall, so it rebounds back up and hits the cannon. Boom, and you didn't have to get in the line of fire at all. Now you'll go up and over to the right, and get that yellow gem. It's the first of only two yellow gems you'll get (and need) in this long level, so the second thing you need to beware of is using up air too quickly. Watch your air usage, and take advantage of bouncing off walls to reverse direction as often as you can.

For the majority of this level, you'll be going down the rightmost corridor. Here's the third thing to watch out for -- don't go down the middle of corridors. When there's a series of two or more vertical rooms, there's usually a cannon waiting at the bottom, hoping to catch you unawares. What you can do is send a grenade down ahead of you down each hallway, and listen ahead for the explosion of the cannon. Then you know you're safe. Of course, the grenade might have hit a spear, instead of the cannon, but you should be able to detect the difference in explosion sounds, even if it happens off screen.

So keep moving down in the right hand corridor. You'll pass a few doorways off to the left, and there's one that has a green gem available a few rooms away. Go get the gem, because you certainly don't want to waste all your grenades on lowly spears.

When you get to the dead end, you'll go back up two rooms, and over to the left. Now make your way to the left most corridor, taking out any spears, cannons, and eyes in your way. Between the right and left sides, there's a short snaky dead end passage with a yellow gem in it -- go get this gem.

Now, down the left side of the level, you'll be 2/3 done. What more is there to say except keep on going down, and when you reach the bottom, break over to the right, go up, then down again, and there's the pennant!

8

Level eight, the penultimate level, is actually the hardest of all nine. In this level you must deal with tremendous quantities of enemy, very limited air, and all important conservation of your weapons. Here's how we solve it:

LEVEL 8

You're going to be forced to take that yellow gem right away, which is a shame. This level would be much easier if you could come back for it. After you take this gem, there's only one more, and you'll have to do the entire level on two fills of air.

Pick up the yellow and green gems, and then shoot the eye right around the first corner. Then next get the other eye, and then the cannon, at a shallower angle. Stay out of the center of that corridor, because something will be shooting up at you right away. In this level, you want to work on the right side areas first, then the left. So work your way down and to the right. The keys to the doors are hiding under gems in this level, so after you get a gem, check behind you to see if there was a key hiding under you. Shoot it.

Lots and lots of things are shooting at you, but there's always some place you can pause and set up a good angle of fire from. In the center lower area, there's a red gem, which gives you weapon 2, and just below and to the right of it is a yellow gem. Ignore the yellow gem as long as possible -- you should be able to clear out all of the right hand side of this level before you get it.

Another thing to remember when doing this level is not to shoot things you don't have to. Often times you can sneak through the cannon pellets without shooting the cannon, and this can save you some air.

Once you're done with the right, tackle the left. There's a vertical corridor on the lower left that you can use a special tactic with. It's coated with inward facing eyes, and there's a gem at the bottom you need. So set your self up for a quick bounce off the lower wall by starting out at the right hand side of the corridor, then giving a generous burst down. Let the ball bounce, and when you reach the top, brake to a stop. No need to shoot those eyes at all!

Clear out the dead-end loop, then make your way back to the right hand side. To get to the exit, go up on the right side of the "trident" shape, then break over to the left. I hope you still have some weapon 2 left, because you'll need it to get out!

9

Level nine is unique in the game. There's really no enemy except time. In that you will eventually run out of air, there's a limit to how much you can wander around. It's a maze, yes, but a very diabolical one. Before you read the hints for level nine, which will be more like a "map" of how to win, you might want to go back and try it again -- using, if you did not, the red "grenades" as temporary "chalk" in each room.

LEVEL 9

Level Nine is a maze. And the best hints to solve level nine are just to tell you what warps to take to win. If you haven't given up yet, don't follow these directions!

Each warp is located in a corner, either the upper left, upper right, lower left, or lower right. UL means to take the warp in the upper left corner. Ready?

Start:

UL UL LL
LR
UL
LR
UR LR LL UR UR
LL
UL UR UR
LL UR LL LL UL
LR UR UL
LR

☒